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each of the plurality of stored data point sequences in the database.

25. Computer usable medium comprising a computer program code that is configured to cause at least one processor to execute on or more functions for raising a query to compare an input melody with a plurality of melodies each stored in a database as a stored sequence of points in a value-run domain by:
- (a) converting the input melody to a pitch-time series;
 - (b) approximating the pitch-time series to a sequence of line segments in a time domain;
 - (c) mapping the sequence of line segments in the time domain into a sequence of points in a value-run domain; and
 - (d) comparing the sequence of points in the value-run domain for the input melody with each of the stored sequence of points in the value run domain of the plurality of melodies to determine a stored melody of the plurality of melodies that matches the input melody.
26. A method for raising a query to compare an input melody with a plurality of melodies each stored in a database and stored as a melody skeleton, the method comprising:
- (a) converting the input melody to an input melody skeleton by:
 - (i) converting the input melody to a pitch-time series;
 - (ii) approximating the pitch-time series to a sequence of line segments in a time domain;
 - (iii) mapping the sequence of line segments in the time domain into a sequence of points in a value-run domain; and
 - (iv) using extreme points in the sequence of points to form the input melody skeleton; and
 - (b) comparing the input melody skeleton with the melody skeleton of each of the plurality of melodies to determine a stored melody of the plurality of melodies that matches the input melody.
27. A method as claimed in claim 26, wherein each of the melody skeletons of the plurality of stored melodies is formed by:
- (a) converting the stored melody to a pitch-time series;

- 5 (b) approximating the pitch-time series to a sequence of line segments in a time domain;
- (c) mapping the sequence of line segments in the time domain into a sequence of points in a value-run domain; and
- (d) using extreme points in the sequence of points to form the melody skeleton.

10 28. A method as claimed in claim 26, wherein pitch values are measured as relative pitch, in semitones; and in step (a) a non-pitch part is replaced by an immediately previous pitch value.

15 29. A method as claimed in claim 27, wherein in step (a) a non-pitch part is replaced by an immediately previous pitch value; and pitch values are measured as relative pitch, in semitones

30. A method as claimed in claim 26, wherein non-extreme points in the sequence of points are not considered in the matching process.

20 31. A method as claimed in claim 27, wherein non-extreme points in the sequence of points are not considered in the matching process.

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